

THE GAME

A challenging combination of Pool and Snooker on the same cassette. Just in case you're unfamiliar with the games, read the brief summaries below which should give you the basic idea of how to play Snooker and Pool. The rules aren't too complex and you should pick them up quite quickly – and then it's just a case of practice makes perfect!

SNOOKER

The aim of the game is to pot the coloured balls into the pockets starting with a red. The red enters a pocket, leaving the cue ball in such a position that you can then pot a colour, and so you go on, alternately potting reds and colours in the order as indicated on the screen by the computer. If you fail to hit the ball of the required colour, points are given to the other player, and if you fail to pot a ball, the other player has the next shot.

POOL

The object of Pool is quite straightforward. You hit the cue ball and with it try to knock into the pockets your own seven balls, and then you must attempt to pot the black. Each player is allocated seven balls of the same colour, although you do not find out which set will be yours until the game has started.

Here are some simple rules that you need to understand.

1. When a game starts the player who is to play first may hit any ball without incurring a foul.
2. The first ball potted determines which colour the player who potted it is to go for during that frame.
3. Missing a ball altogether or hitting the wrong colour results in a foul shot.
4. If a player makes a foul shot then the opponent has an extra shot and his first shot is a free table. A free table means that he can hit any ball except the black ball without incurring a foul.

CONTROLS

Playing a shot normally involves three stages. Firstly, using the joystick, position a cross on the table indicating where you are



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aiming the cue ball, and press fire. Next, move the joystick in the direction of any spin you wish to make and press fire.

Finally, using the joystick left and right select the power applied to the shot as indicated by the power meter on screen and press fire. Sometimes, you may find that the rules of the game require you to position the cue ball before taking a shot.

Joystick or Keyboard option.

Keys are redefinable.

To Quit the Game –

SPECTRUM – SHIFT + BREAK

AMSTRAD – CNTL + SHIFT + ESC

LOADING INSTRUCTIONS

SPECTRUM

Type LOAD "" and press ENTER.

AMSTRAD

AMS 464: Press CNTRL and small ENTER.

AMS 664/6128: Type ITAPE and press RETURN
press CNTRL and small ENTER.

AMSTRAD

FRENCH

AMS 464: appuyez sur CNTRL et la petite touche ENTER.

AMS 664/6128: Tapex ITAPE et appuyez sur RETURN puis appuyez sur la petite touche ENTER.

GERMAN

AMS 464: Drucken Sie auf CNTRL und die kleine ENTER-Taste

AMS 664/6128: Tippen Sie ITAPE, drucken Sie RETURN und dann die kleine ENTER-Taste

ITALIAN

AMS 464: Premere CNTRL ed ENTER minuscolo

AMS 664/6128: Battere ITAPE e premere RETURN
quindi premere ENTER minuscolo.